

We Claim

1. A sequencing game comprising:

a housing;

a microprocessor disposed within said housing;

a plurality of manually operable controls affixed to said housing and in communication with said microprocessor, each control, of the plurality of manually operable controls;

the microprocessor including means for generating and sensorially rendering a sequence of events, wherein each event in the sequence of events is related to one control of the plurality of manually operable controls;

each manually operable control of said plurality of manually operable controls is actuable externally from said housing by a participant for responding to said sequence of signals;

a mechanical means to move said housing while the sequence of events are being sensorially rendered, said mechanical means controllable by said microprocessor; and

the microprocessor including means for comparing the participant's response to said sequence of events for determining the correctness of the participant's response.

2. The game of Claim 1, wherein the mechanical means to move said housing includes a motor mechanism and a plurality of wheels secured to a lower portion defined by said housing and at least one of said plurality of wheels being rotatably controlled by said motor mechanism.

3. The game of Claim 1, wherein said comparing means includes means for providing a first indication when said participant's response corresponds to the sensorially rendered sequence of

events which includes increasing the number of events in the sequence of events and sensorially rendering said increased number of sequence of events.

4. The game of Claim 1, wherein said comparing means includes means for providing a second indication when said participant's response does not correspond to the sensorially rendered sequence of events which includes generating a sensorially error event.

5. The game of Claim 1, wherein said generation of said sequence of events includes generating a plurality of distinct visually perceptible light indications.

6. The game of Claim 1, wherein said generation of said sequence of events includes generating a plurality of distinct aurally perceptible tones.

7. The game of Claim 1, wherein said plurality of manually operable controls includes a plurality of push buttons.

8. The game of Claim 1, wherein the mechanical means is controlled to move said housing while the participant is making a response.

9. A sequencing game having a housing unit and a microprocessor disposed within said housing, the game comprising:

a plurality of different colored push buttons affixed to said housing and in communication with said microprocessor, each push button of said plurality of push buttons is

operable by a participant from outside said housing and includes a light emitting source affixed to the housing under said push button, each light emitting source is also controllable by said microprocessor to illuminate said push button;

means for generating a sequence of events and rendering said sequence of events by operating said lights under said plurality of push buttons means within said microprocessor for storing said sequence of events, wherein each event of the sequence of events corresponds to one of the push buttons, of the plurality of push buttons;

each push button of said plurality of push button when operated by a participant in response to said sequence of events sends a signal specific to said push button to said microprocessor,

a motor controlled by said microprocessor to move said housing while said sequence of events are being rendered and during participant's response; and

means within said microprocessor for comparing participant's response to said rendered sequence of events for determining the correctness of said participant's response.

10. The game of Claim 9, further comprising a plurality of wheels, at least two of said wheels being operable by the motor in opposite directions to each other, such that the housing rotates at a predetermined rate of rotation in a predetermined direction.

11. The game of Claim 10 further comprising: a means within said microprocessor for increasing the number of events in said sequence of events and rendering said increased sequence of events only when the participant's response corresponds to the sequence of events lasted rendered by said microprocessor.

12. The game of Claim 11 further comprising: a means within said microprocessor for generating an error signal when said participant's response does not correspond to the sequence of events last rendered by said microprocessor.

13. The game of Claim 11 further comprising: a means within said microprocessor for generating an error signal when participant's response is not made within a predetermined time.

14. The game of Claim 11 further comprising: a means within said microprocessor for increasing a rate of rotation of said housing when the participant's response corresponds to the sequence of events last rendered by said microprocessor.

15. The game of Claim 11 further comprising: a means within said microprocessor for changing the predetermined direction of the rotating of the housing.

16. The game of Claim 9 further comprising a speaker affixed to the housing and controlled by the microprocessor such that the microprocessor emits a plurality of distinct aurally perceptible tones, each tone of said plurality of distinct aurally perceptible tones corresponds to a push button.